GAMER

GAMING
RETRO
TECH
NEWS

15th November 2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews, Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the Following…

Tech and Gaming News.

Game Review of

Retro Film Reviews..

Raiders of the Lost Ark.

Indiana Jones and The Temple of Doom.

Indiana Jones and the Last Crusade.

Indiana Jones and the Kingdom of the Crystal Skull.

Reapers Retro - Indiana Jones Games & Pitfall.

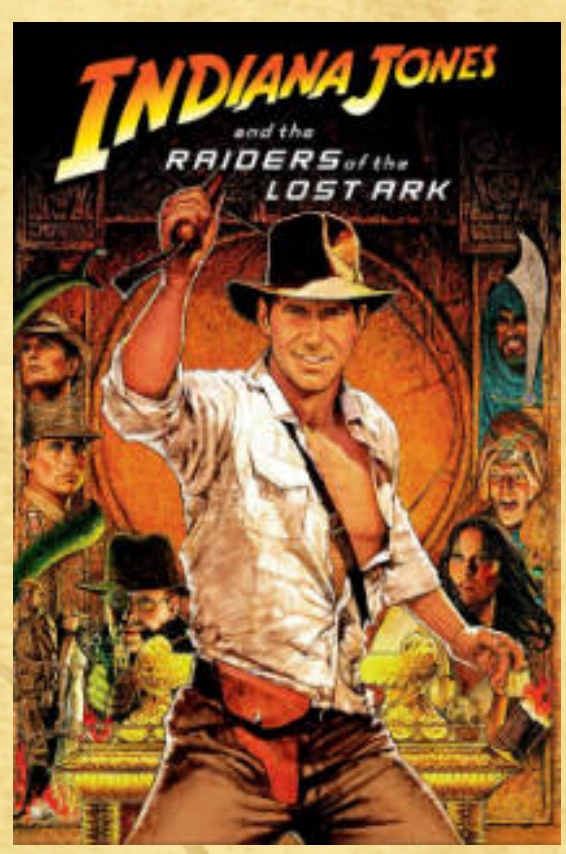
Atari 2600 Game Console.

Video game Quiz-Just For Fun

Word Search -Just For Fun.

GAMER *Retro Film Review*

Raiders of the Lost Ark



Raiders of the Lost Ark is a 1981 American action-adventure film directed by Steven Spielberg .

Set in 1936, the film stars Harrison Ford as Indiana Jones, a globetrotting archaeologist vying with Nazi German forces to recover the long-lost Ark of the Covenant which is said to make an army invincible.

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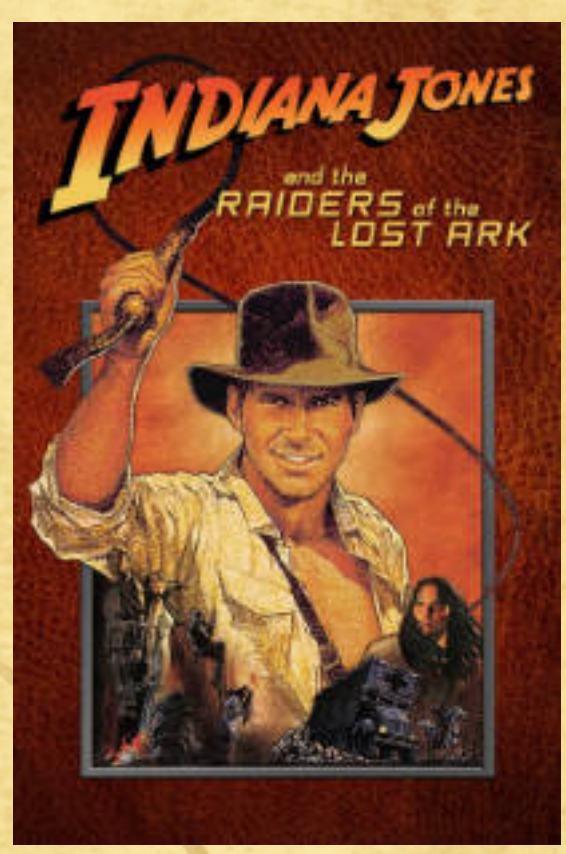
Indiana Jones and the Raiders of the Lost Ark

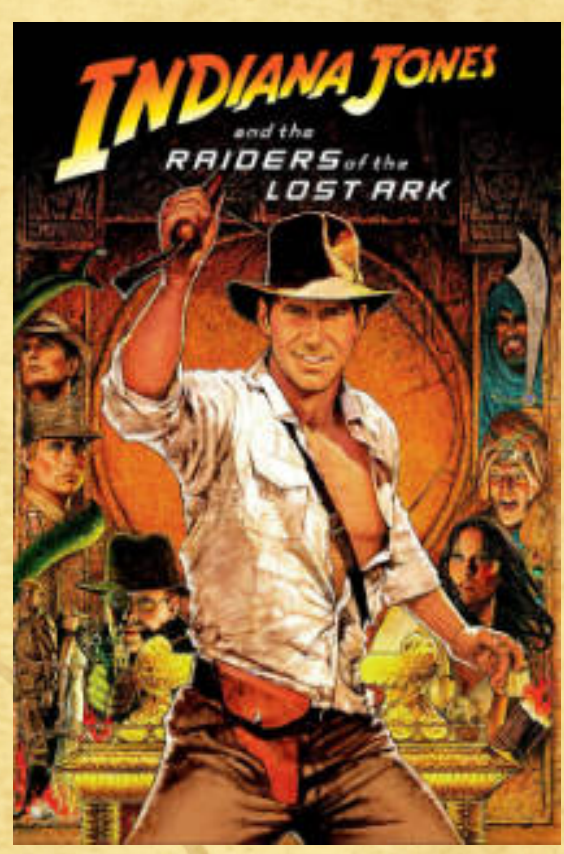


Raiders of the Lost Ark is now considered one of the greatest films ever made and has had a lasting impact on popular culture, spawning a host of imitators across several media and inspiring other filmmakers.

Raiders of the Lost Ark is the first entry in what became the Indiana Jones franchise, which includes four more films—Temple of Doom (1984), Last Crusade (1989), Kingdom of the Crystal Skull (2008),

GAMER *Retro Film Review*

INDIANA JONES and the RAIDERS of the LOST ARK



George Lucas conceived Raiders of the Lost Ark in 1973. An old movie poster of a heroic character leaping from a horse to a truck reminded Lucas of the early 20th-century serial films he enjoyed as a youth, such as Buck Rogers (1939), and Zorro's Fighting Legion (1939).

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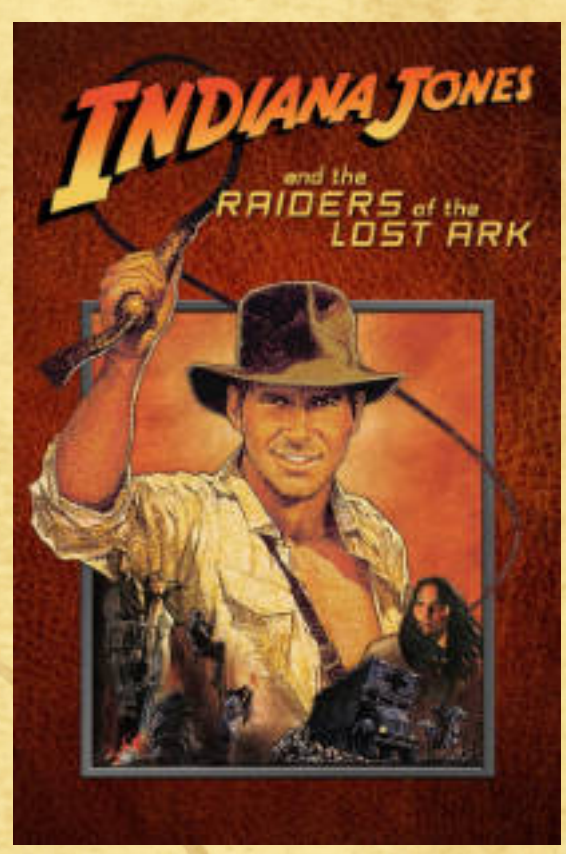
Indiana Jones and the Raiders of the Lost Ark



He wanted to make a B movie modelled on those serials and conceived The Adventures of Indiana Smith, featuring an adventurous archaeologist named after his Alaskan Malamute dog. Around the same time, Lucas was trying to adapt the space opera serial Flash Gordon (1936), but could not obtain the rights.

He shelved the Indiana Smith project to focus on creating his space opera, Star Wars (1977).

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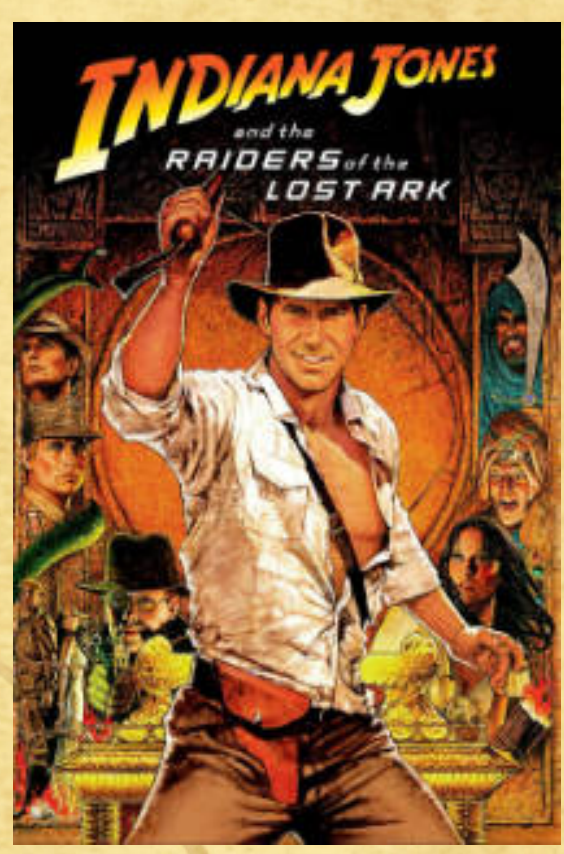
INDIANA JONES and the RAIDERS of the LOST ARK



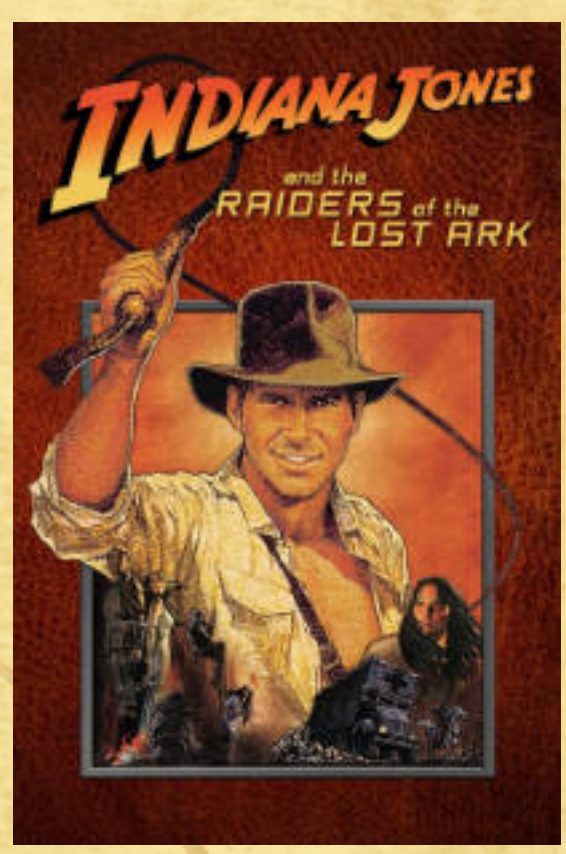
Spielberg hated the name, Indiana Smith, believing it would remind audiences of the Steve McQueen character Nevada Smith.

So Spielberg and Lucas agreed to use "Jones" instead.

Spielberg and Lucas thought It was important for Jones to be fallible, vulnerable, and as capable of comedic moments as well as serious ones.

Jones is an antihero, an archaeologist reduced to grave-robbing.

Indiana Jones and the Raiders of the Lost Ark

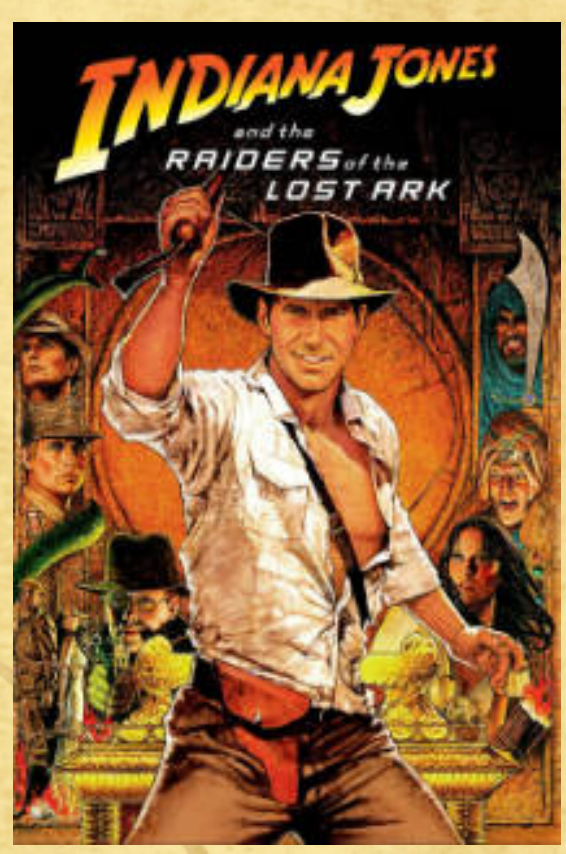


Actor Tom Selleck. Initially cast as Indiana Jones, Selleck was forced to withdraw due to his contractual obligations to the television series Magnum, P.I.

Lucas wanted a relatively unknown actor, willing to commit to a trilogy of films, to play Indiana Jones.

The 1980 actors strike later put the show on hiatus for three months, which would have allowed Selleck to star as Jones.

INDIANA JONES and the RAIDERS of the LOST ARK

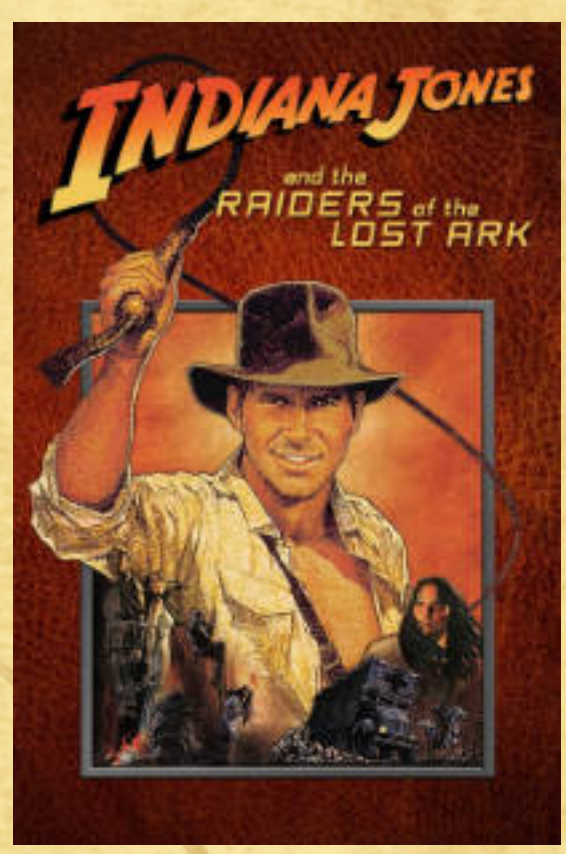


Spielberg said Ford was perfect for the role after seeing him in The Empire Strikes Back, Ford had always been considered but not cast because he was already a well-known actor.

Lucas was concerned about seeming reliant on Ford by casting him in another film after Star Wars, and he also did not think he would commit to three films.

However, Ford thought it would be a fun project and agreed to the deal.

Indiana Jones and the Raiders of the Lost Ark



He negotiated a seven-figure salary, a percentage of the gross profits, and the option to re-write his dialogue.

Ford undertook extensive exercise to enhance his physique and trained for several weeks under stunt coordinator Glenn Randall to use a bullwhip, becoming proficient.

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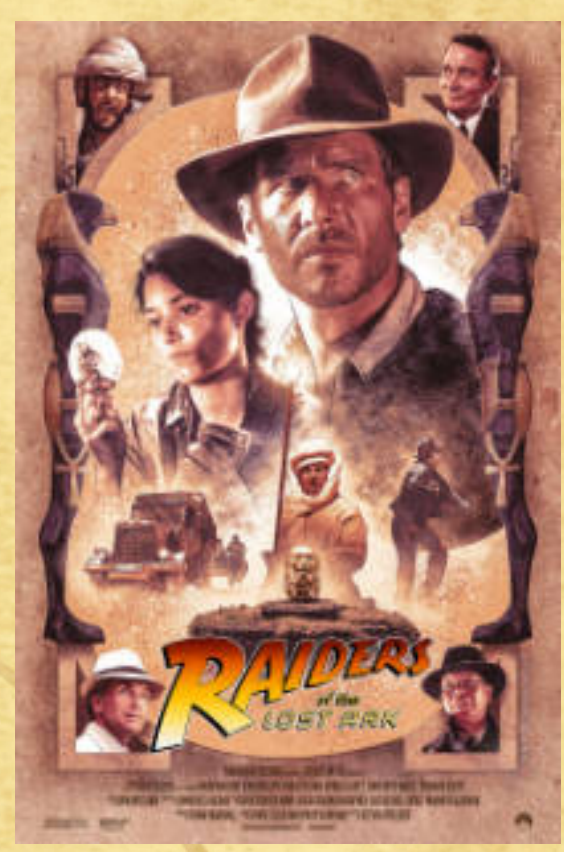
Indiana Jones and the Raiders of the Lost Ark



Spielberg was aware of Karen Allen from her performance in Animal House (1978), portraying an independent female character, and she impressed him with her professionalism during auditions for Raiders.

Rhys-Davies was cast based on his performance in the 1980 miniseries Shōgun.

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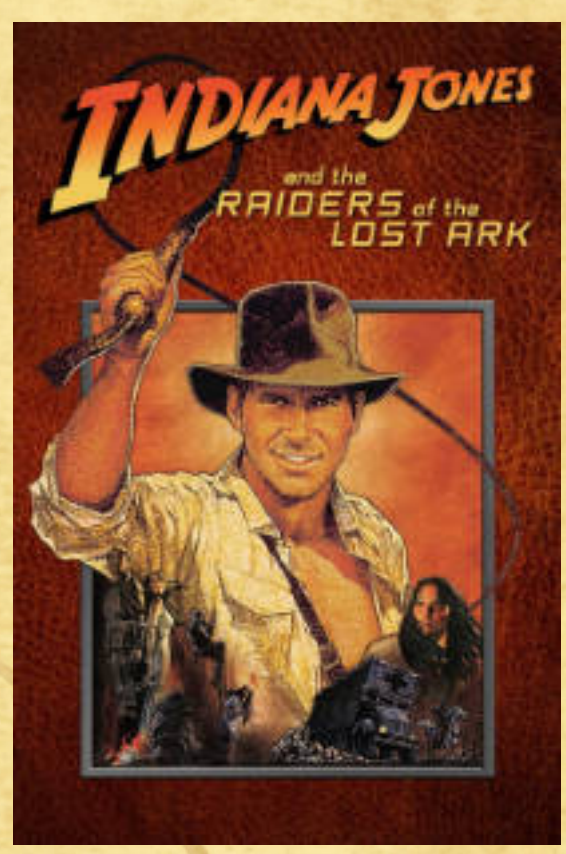
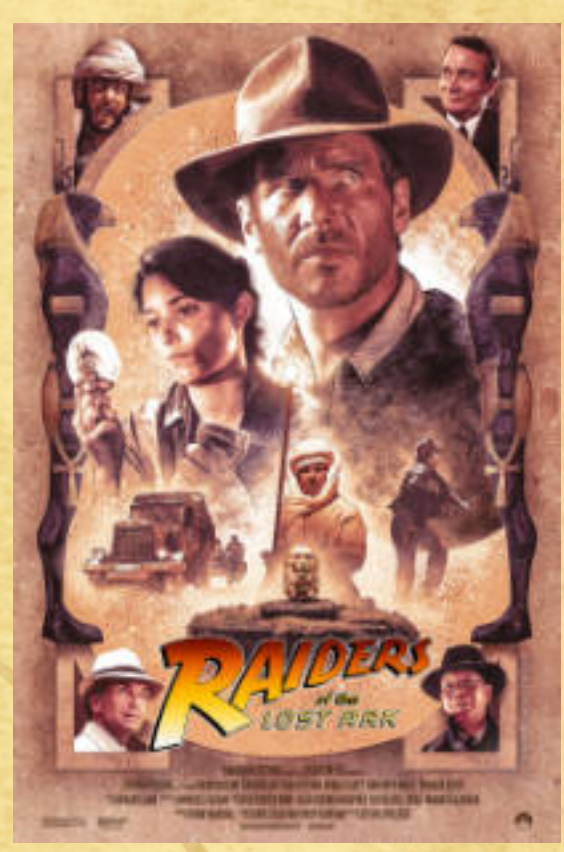
Indiana Jones and the Raiders of the Lost Ark



Filming of the Well of Souls scene was delayed initially by a lack of snakes. There were 500–600 snakes to use for close shots and some mechanical snakes for wider shots.

but Spielberg wanted more. A request was made to snake handlers from around London and Europe who produced between 6,000 and 10,000 snakes in a few days.

Indiana Jones and the Raiders of the Lost Ark



Afterwards, they struggled to obtain anti-venom; with local supplies having expired, they had to be imported from India.

Many of the snakes were harmless grass snakes or non-venomous pythons, but the cobras were positioned behind Plexiglas to protect the cast and crew.

The stage doors were kept open during filming for quick access to a waiting ambulance.

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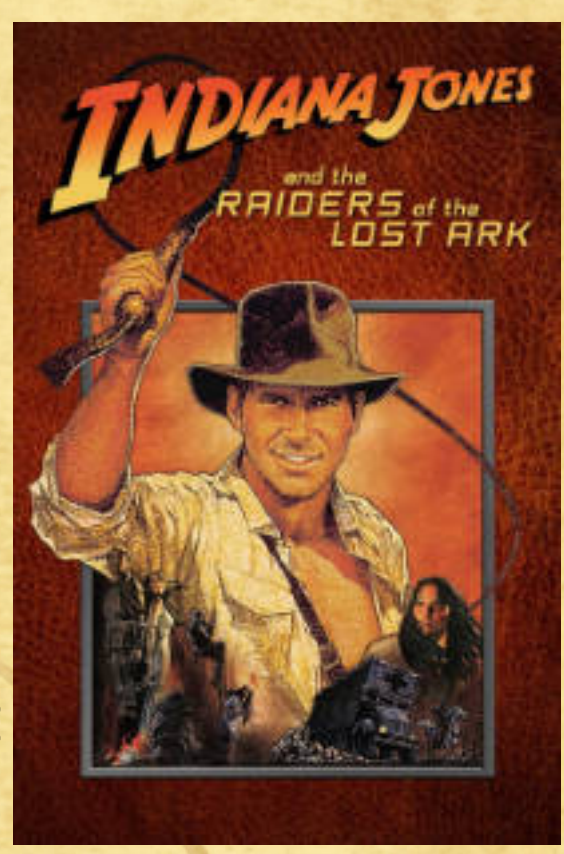
Indiana Jones and the Raiders of the Lost Ark



Spielberg recounted that Allen was so scared she could not scream on cue.

He dropped a dead serpent on her to elicit a genuine reaction.

Allen said she got used to the creatures after 3–4 days.

Animal handler Steve Edge donned a dress and shaved his legs to stand in for Allen at specific points.

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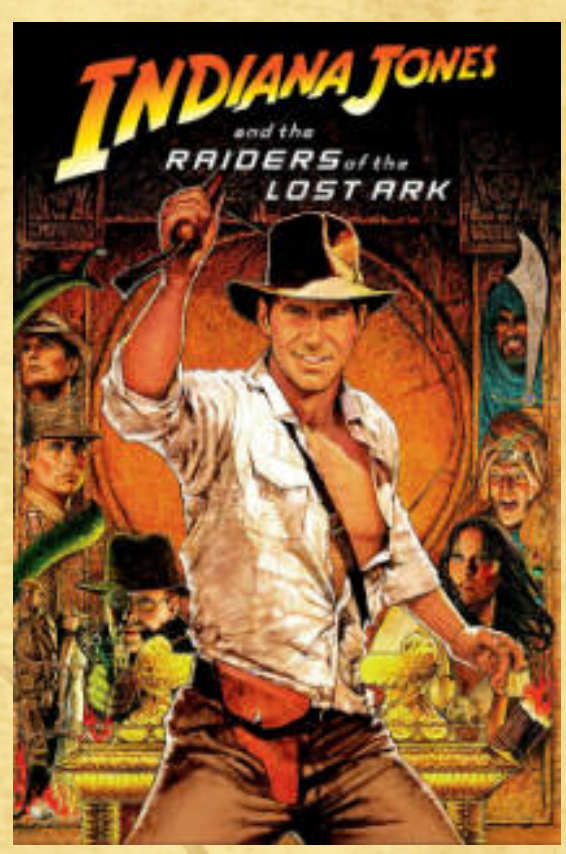
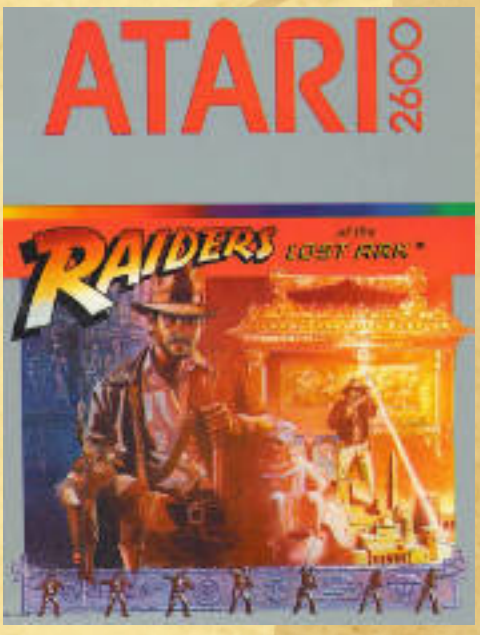
INDIANA JONES and the RAIDERS of the LOST ARK



Raiders of the Lost Ark was released to general acclaim by critics and audiences.

Raiders of the Lost Ark has been represented across a wide variety of merchandise, including comic books, video games, novels, Lego sets, action figures and vehicles, play sets, candles, and board games.



It has received several game adaptations. Raiders of the Lost Ark was released in 1982 for the Atari 2600 console.

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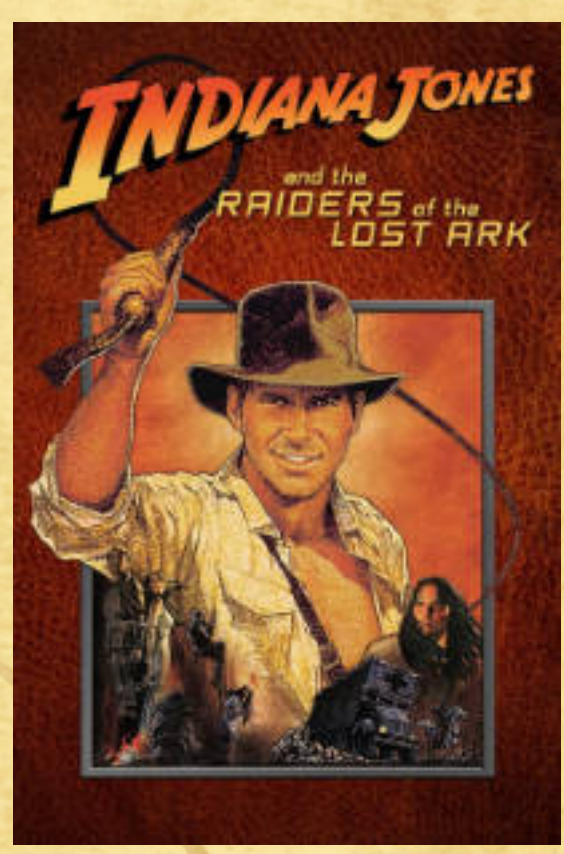
Indiana Jones and the Raiders of the Lost Ark



A pinball game, Indiana Jones: The Pinball Adventure, was released in 1993,

and a platform game, Indiana Jones' Greatest Adventures, was released for the Super Nintendo Entertainment System the following year.

Indiana Jones and the Infernal Machine (1999) includes a bonus level that returns players to the Peruvian temple.

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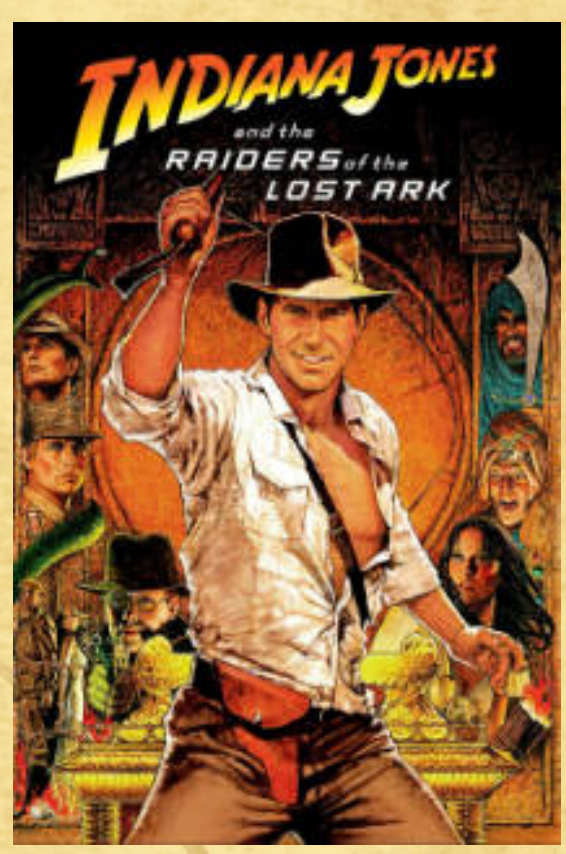
Indiana Jones and the Raiders of the Lost Ark



The Lego-themed adventure game Lego Indiana Jones: The Original Adventures (2008) and its 2009 sequel Lego Indiana Jones 2: The Adventure Continues represent the film and its sequels.

Raiders of the Lost Ark has had a lasting impact on popular culture. It is considered a touchstone of modern cinema, creating a film framework still emulated by other films.

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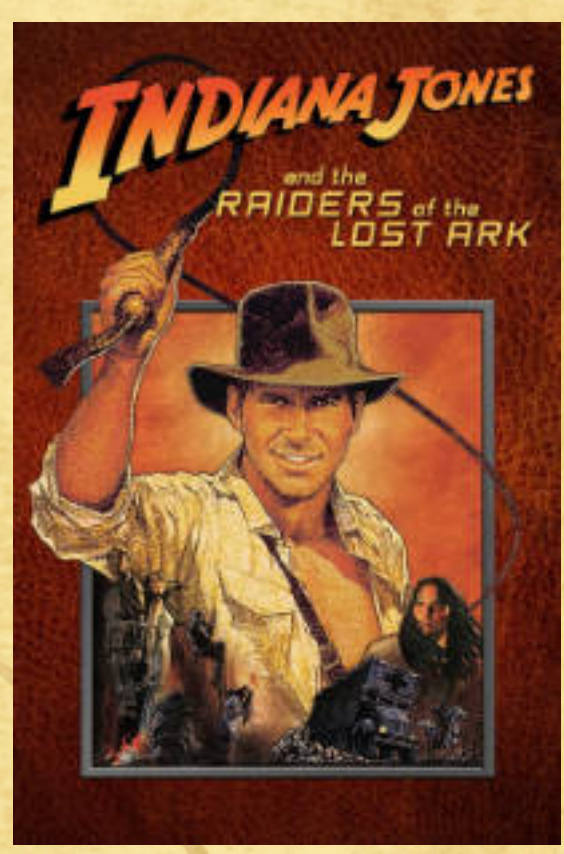
Indiana Jones and the Raiders of the Lost Ark

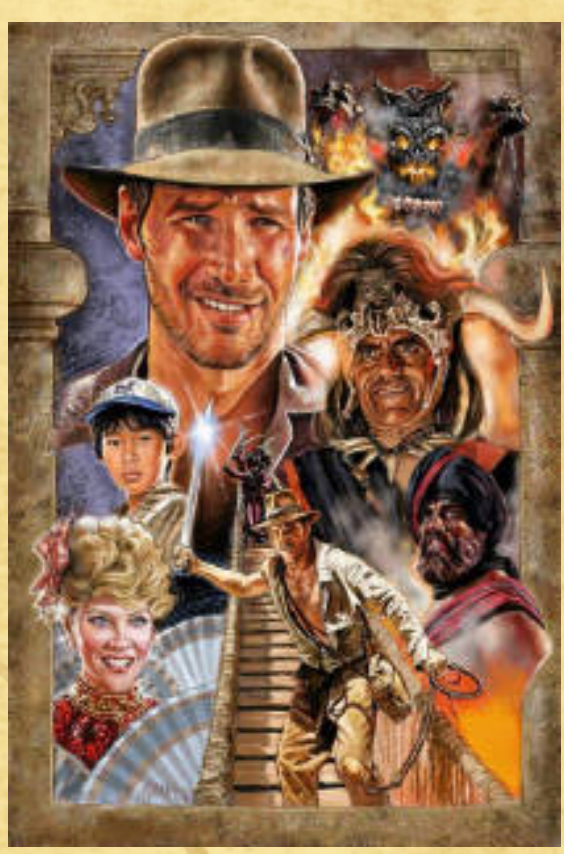


Spielberg has said he considers it the most perfect film of the series because he never wanted to modify it or change anything about it.

Ford's performance led to his casting in the 1982 science fiction cult classic film Blade Runner.

GAMER *Retro Film Review*

Indiana Jones and the Temple of Doom



Indiana Jones and the Temple of Doom is the second installment in the Indiana Jones franchise, and a prequel to the 1981 film Raiders of the Lost Ark, featuring Harrison Ford who reprises his role as the title character. In the film, after arriving in India, Indiana Jones is asked by desperate villagers to find a mystical stone and rescue their children from a Thuggee cult practicing child slavery, black magic, and ritual human sacrifice in honor of the goddess Kali.

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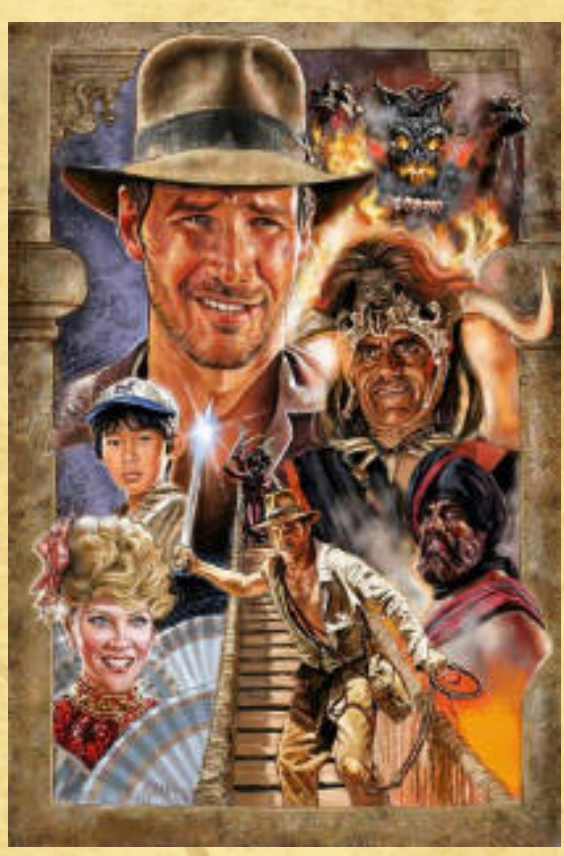
Indiana Jones and the Temple of Doom



Not wishing to feature the Nazis as the villains again, executive producer and story writer George Lucas decided to regard this film as a prequel.

Indiana Jones and the Temple of Doom was released on May 23, 1984, to financial success but initial reviews were mixed, criticizing its darker elements, strong violence and gore, as well as Kate Capshaw's performance as Willie Scott; however, critical opinion has improved since 1984, citing the film's intensity and imagination.

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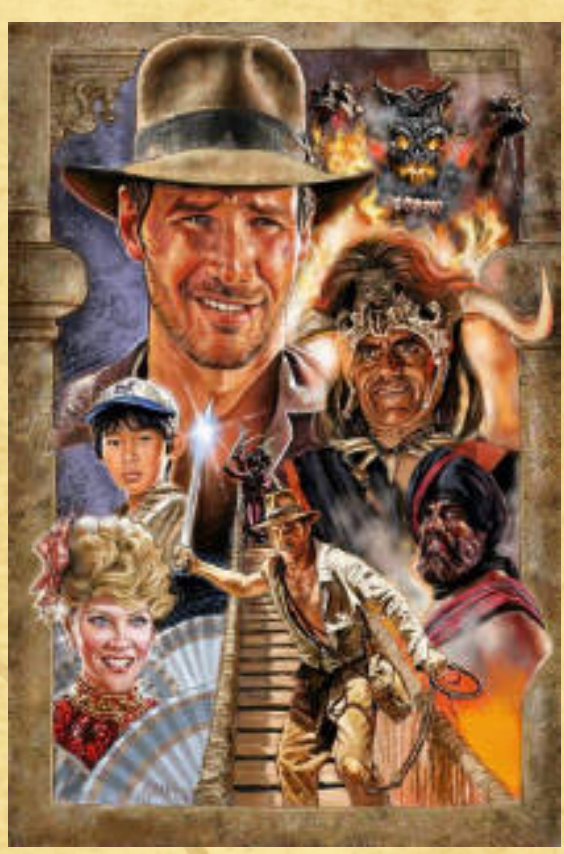
Indiana Jones and the Temple of Doom



Spielberg originally wanted to bring Marion Ravenwood back with Abner Ravenwood considered as a possible character.

Lucas came up with ideas that involved a religious cult devoted to child slavery, black magic, and ritual human sacrifice.

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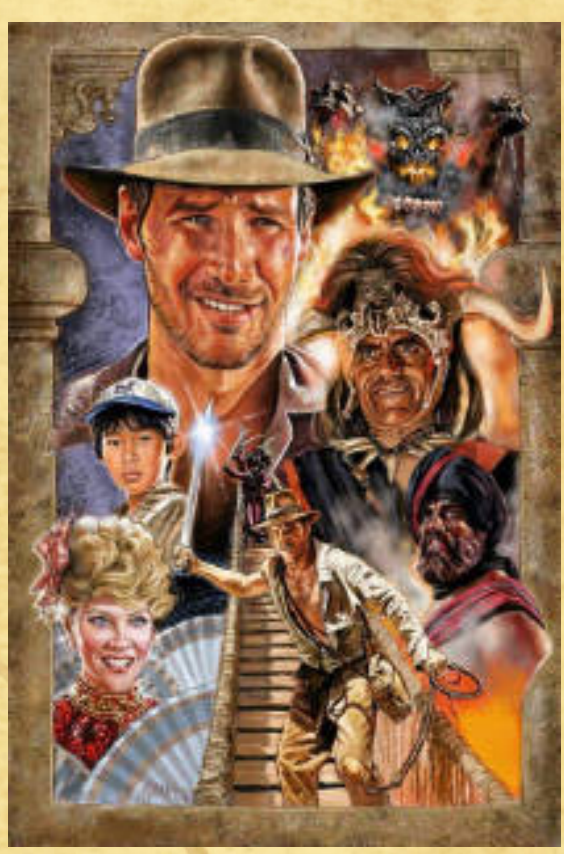
Indiana Jones and the Temple of Doom



Indiana Jones and the Temple of Doom received mixed reviews upon its release,but over the years the film's reception has shifted to a more positive tone.

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INDIANA JONES and the LAST CRUSADE

Indiana Jones and the Last Crusade is the third installment in the Indiana Jones franchise and a sequel to Raiders of the Lost Ark (1981). Harrison Ford returned in the title role, while his father is portrayed by Sean Connery.

GAMER *Retro Film Review*

Indiana Jones and the Last Crusade

In the film, set largely in 1938, Indiana searches for his father, a Holy Grail scholar, who has been kidnapped and held hostage by the Nazis while on a journey to find the Holy Grail.

After some of the criticism that Indiana Jones and the Temple of Doom received, Spielberg chose to make a more lighthearted film for the next installment, as well as bringing back several elements from Raiders of the Lost Ark.

GAMER *Retro Film Review*

Indiana Jones and the Kingdom of the Crystal Skull

Indiana Jones and the Kingdom of the Crystal Skull.

The fourth installment in the Indiana Jones series, it was released and takes place 19 years after the previous film. Set in 1957, it pits Indiana Jones against Soviet KGB agents led by Irina Spalko searching for a telepathic crystal skull. Jones is aided by his former lover, Marion Ravenwood.

The filmmakers intended to pay tribute to the science fiction B-movies of the 1950s era.

GAMER *Retro Film Review*

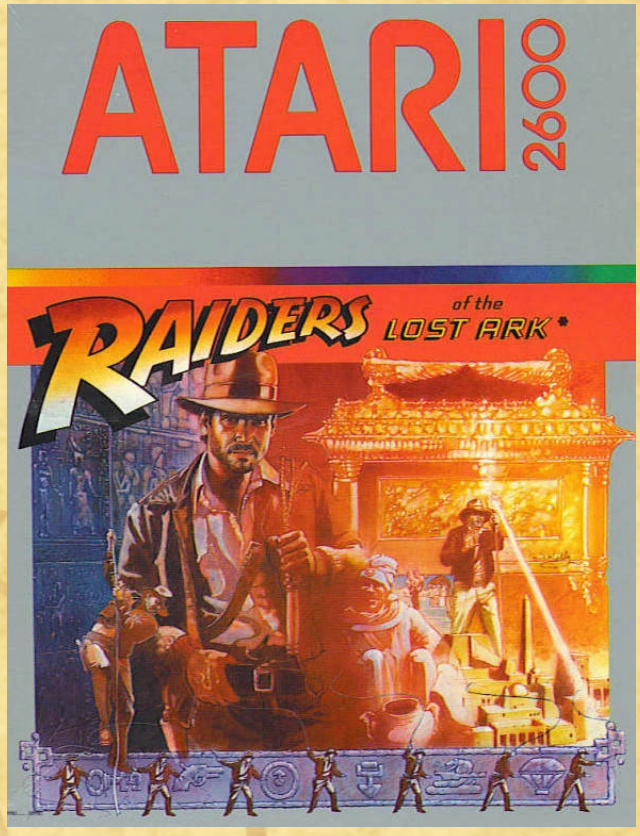
Indiana Jones and the Kingdom of the Crystal Skull

The Ark of the Covenant is seen in a broken crate during the Hangar 51 opening sequence. Lucasfilm used the same prop from Raiders of the Lost Ark.

Indiana Jones and the Kingdom of the Crystal Skull received strongly polarized but mostly positive reviews.

GAMER *Retro Game Review*

Raiders of the Lost Ark (video game) 1982



Raiders of the Lost Ark is an action-adventure game created for the Atari 2600 based on the movie of the same name.

The video game is set in the city of Cairo in 1936, represented by an entrance room and a marketplace. From the entrance room, the player can blast a hole in the wall with a grenade and enter the Temple of the Ancients. Two paths await inside the Temple, both of which contain various dangers, after which the player will at last find the treasure room.

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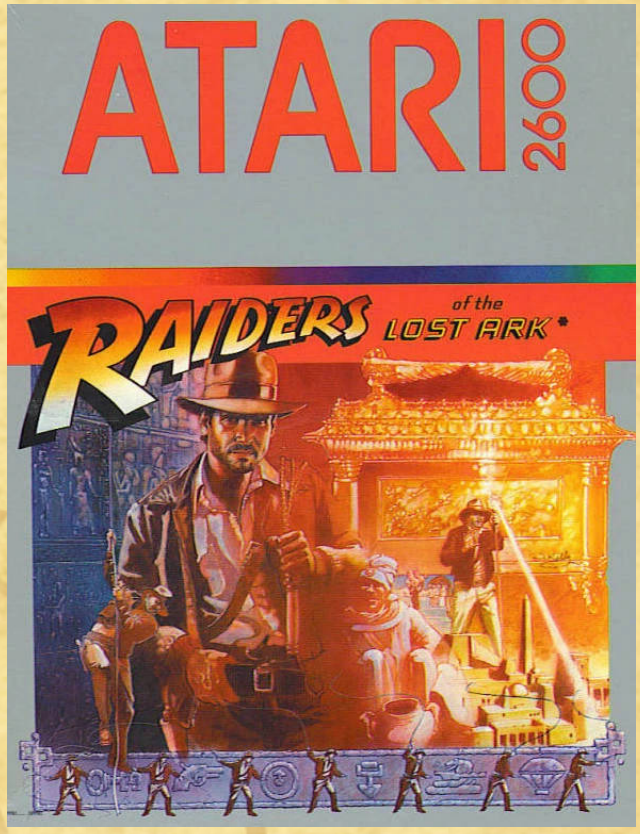
GAMER *Retro Game Review*



Gold and artifacts can be picked up in the treasure room which will help the player later in the game.

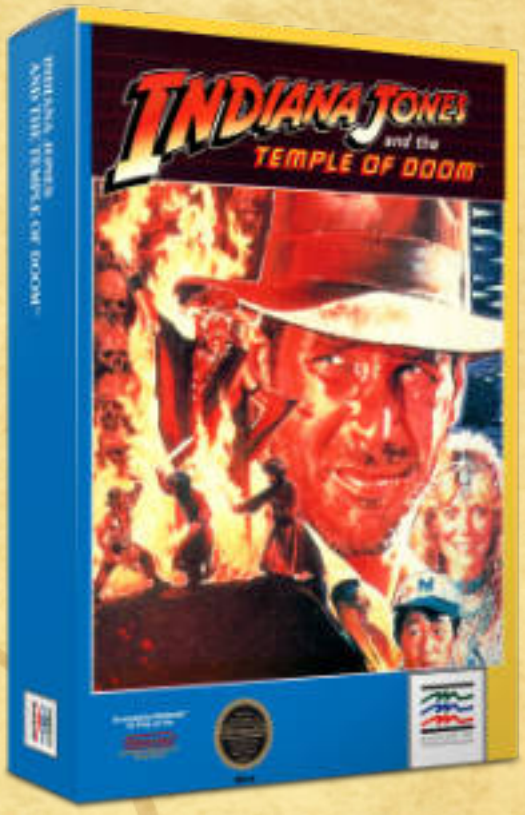
The graphics are not great (but they are fairly good) and the Raiders of the Lost Ark theme song has a note or two off-key, this is still the adventure cartridge of the year.

The Game was inferior to Pitfall!, which was also released in 1982.

The game sold less than a million copies.

GAMER *Retro Game Review*

Indiana Jones and the Temple of Doom (1985 video game)



Indiana Jones and The Temple of Doom is an action video game developed and published by Atari Games and released in arcades in 1985. It is based on the 1984 film of the same name, the second film in the Indiana Jones franchise.

The player assumes the role of Indiana Jones as he infiltrates the lair of the evil Thuggee cult, armed with his trademark whip. Controls consist of an eight-position joystick and a button to use the whip.

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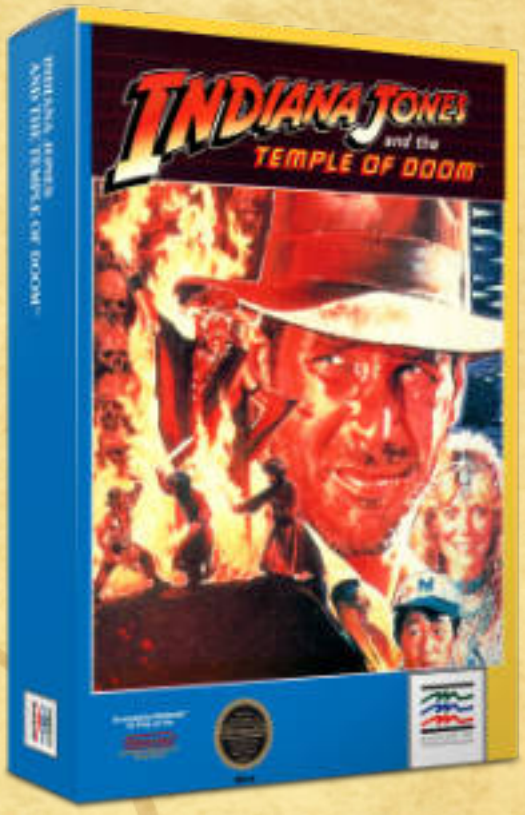
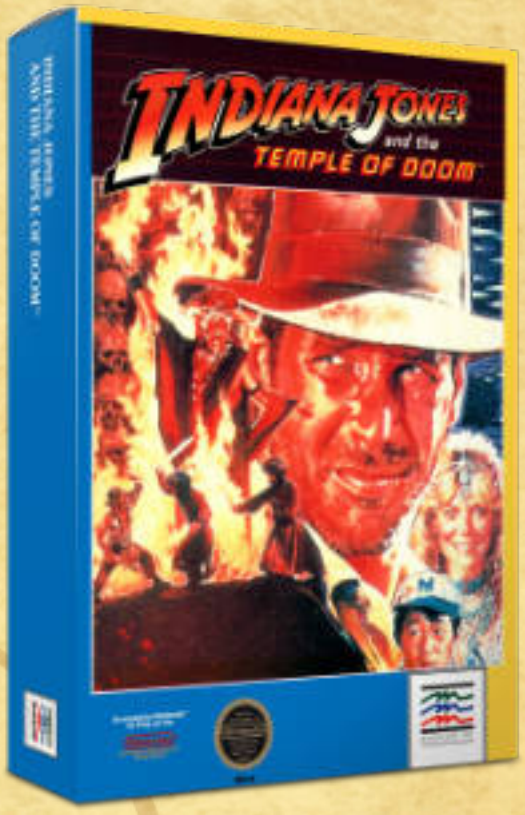
The player's ultimate goal is to free the children the cult has kidnapped as slaves, recover the stolen relics known as "Sankara Stones", escape the temple, and defeat the cult leader Mola Ram.



Ports of the game were later developed by Paragon Programming and released by U.S. Gold for the Amstrad CPC, Commodore 64, MSX, and ZX Spectrum in 1987.

During the same year, Mindscape ported it to the Atari ST and the Commodore 64



In 1989, Mindscape ported it to the Amiga and personal computers that use MS-DOS.

The NES version was ported by Tengen in December 1988.

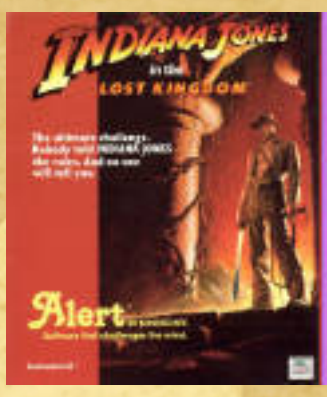
The Apple II version was ported by Papyrus Design Group in June 1989.

GAMER *Retro Game Review*

Indiana Jones in the Lost Kingdom Commodore 64 1984.

Indiana Jones in the Lost Kingdom is a puzzle video game developed by Mindscape for the Commodore 64.

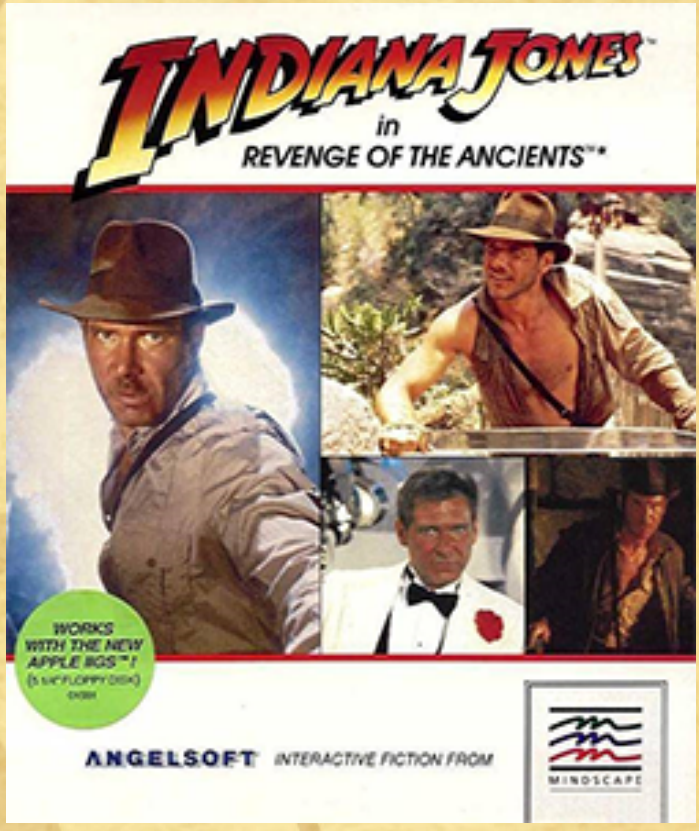
Game play requires the player to think like fictional archaeologist Indiana Jones to solve the puzzles of each level, as the game does not provide the player with any rules or game play information; the game's cover advertised: "Nobody told Indiana Jones the rules. And no one will tell you".



GAMER *Retro Game Review*

Indiana Jones in Revenge of the Ancients

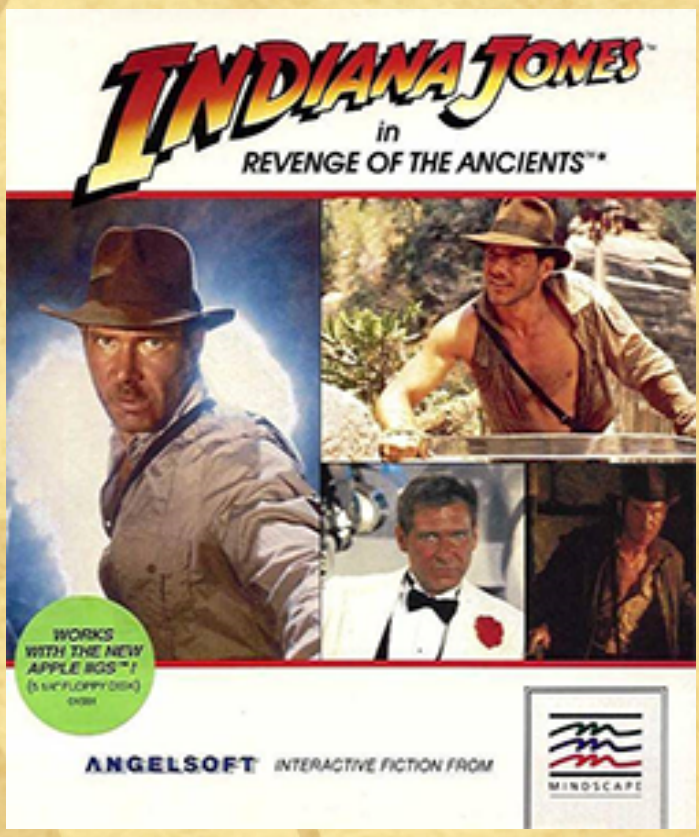
Apple II, Macintosh, MS-DOS 1987



Indiana Jones in Revenge of the Ancients is an interactive fiction video game developed by American studio Angelsoft and published by Mindscape in 1987 for the Apple II, Macintosh, and MS-DOS compatible operating systems. The text-only game is based on the Indiana Jones franchise.

INDIANA JONES
in
REVENGE OF THE ANCIENTS™
ANGELSOFT
MOVE #0
With the whine of bullets humming in your ears like annoying mosquitos, you drop through a gaping hole, hoping it will lead to the central chamber of the Tepotzteco Pyramid, and not another Mazatec trap. It's about time you found the power key and got it back to the Army types in D. C. As your boots hit the solid stone floor there is a scraping and sliding noise as a massive stone jams into place above you.
This is a vast, shadowy space. An evil smell mingles with the sound of dripping water. Riverlets of viscous slime run down the eastern wall from an invisible seam far above. Through a door to the south, in the center of a domed room is a golden key, radiant in a shaft of white light. To your north is an open doorway, eighteen feet high, through which a luminous glow emanates. A carved stone panel is centered in the western wall.
If this is the central chamber you can't be far from the key. The legends say:
He who holds the key controls the Earth's pulse.
->>

GAMER *Retro Game Review*

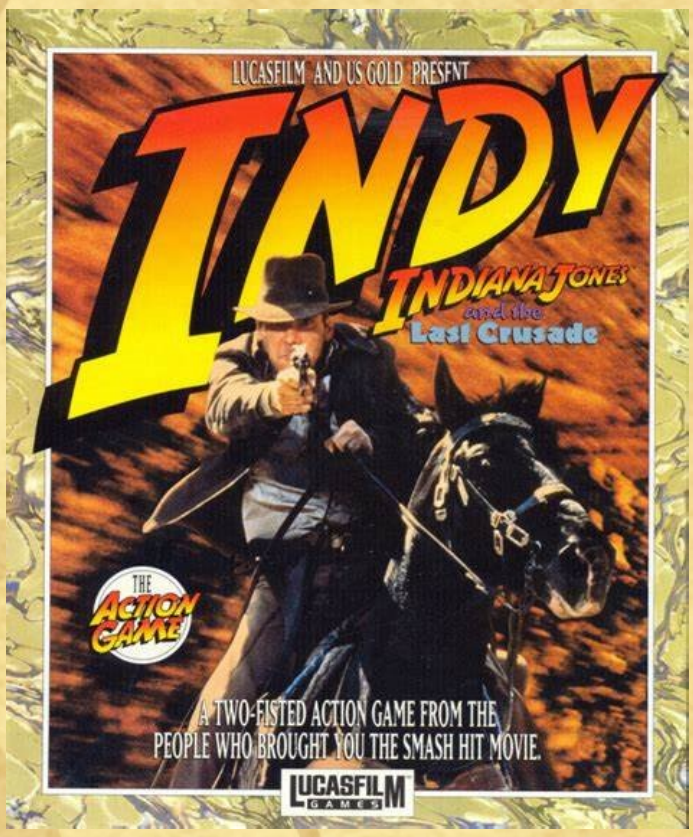


Indiana Jones in Revenge of the Ancients is a text adventure game that is not based on any of the films. The eponymous character travels to the Mexican jungle to explore the Tepotzteco Pyramid, with the purpose of getting the Mazatec Power Key before the Nazi forces, under the command of Plebinheim, get to it first.

```
Indiana Jones stumbles through the dense
tangled web of jungle.  In search of a
fabled artifact claimed to hold the
enciphered history of a lost
civilization, Indy fights mosquitoes,
heat, and exhaustion.

Indiana, equipped only with his whip, a
walking stick, a tattered map, and a
hunch that archrival Ivar Reiss is
not far behind, pushes on.  Suddenly,
shoving aside a bushy palm, he
spies... a castle.  Not in any text or
on any map, it is a lost, uncharted,
and forbidding kingdom.

Indiana ventures forth, depending on his
intuition, skill, and ability to solve
the toughest problems to carry him
through.  If the artifact is truly here,
it belongs to whoever enters this lost,
ancient kingdom - and comes out alive!

        PRESS RETURN IF YOU DARE...
```

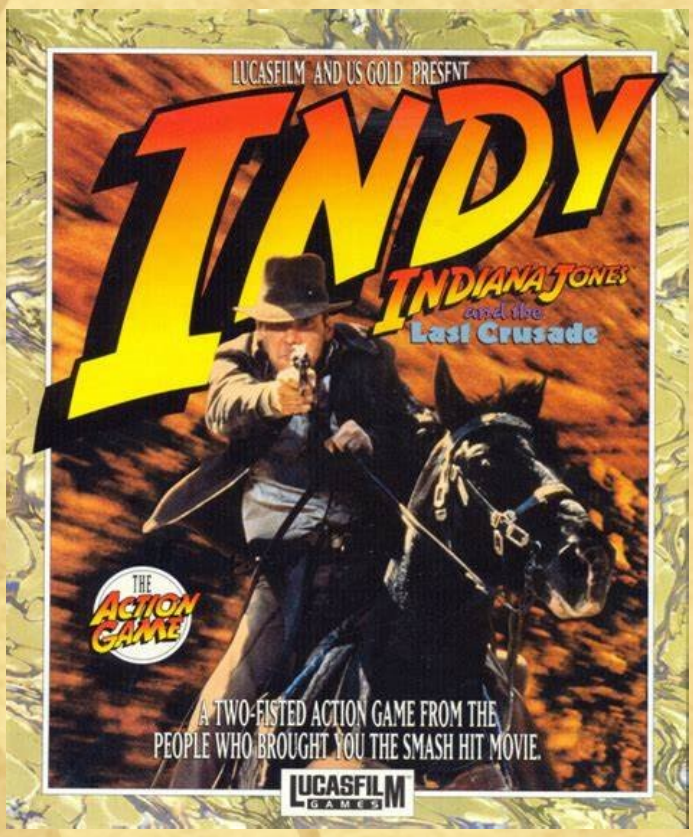
GAMER *Retro Game Review*

Indiana Jones and the Last Crusade: The Action Game - C64, MSX, ZX Spectrum, Amiga, Macintosh, PC, NES, Game Boy, Sega Genesis, Sega Game Gear, Sega Master System 1989.



It is a different game from Indiana Jones and the Last Crusade: The Graphic Adventure, also released in 1989. There is also a different game for the Nintendo Entertainment System titled Indiana Jones and the Last Crusade, released by Taito in 1991.

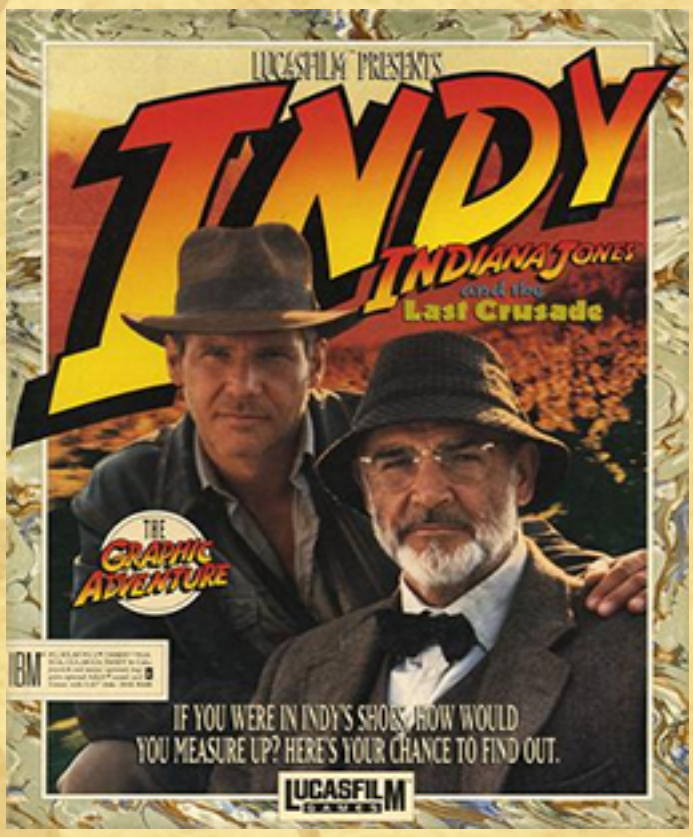
As in the film, the player's quest is to find the Holy Grail. En route, the player must find the Cross of Coronado, the Knight of the First Crusade's Shield and Henry Jones, Sr.'s Grail Diary.



The action game features six levels and a password feature.

GAMER *Retro Game Review*

Indiana Jones and the Last Crusade: The Graphic Adventure - Amiga, Macintosh, PC.



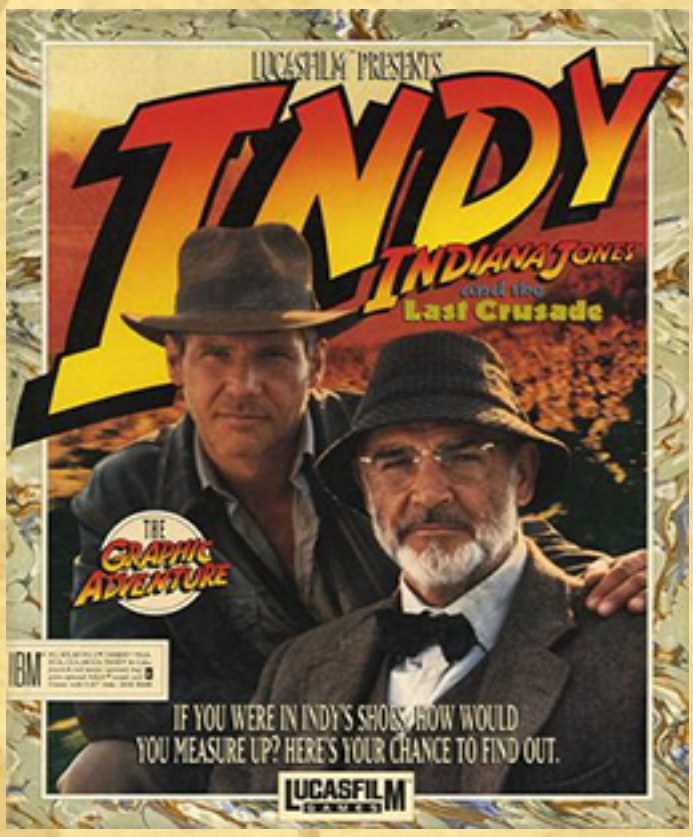
July 1989: DOS, Amiga, Atari ST.

1990: Macintosh

1992: CDTV

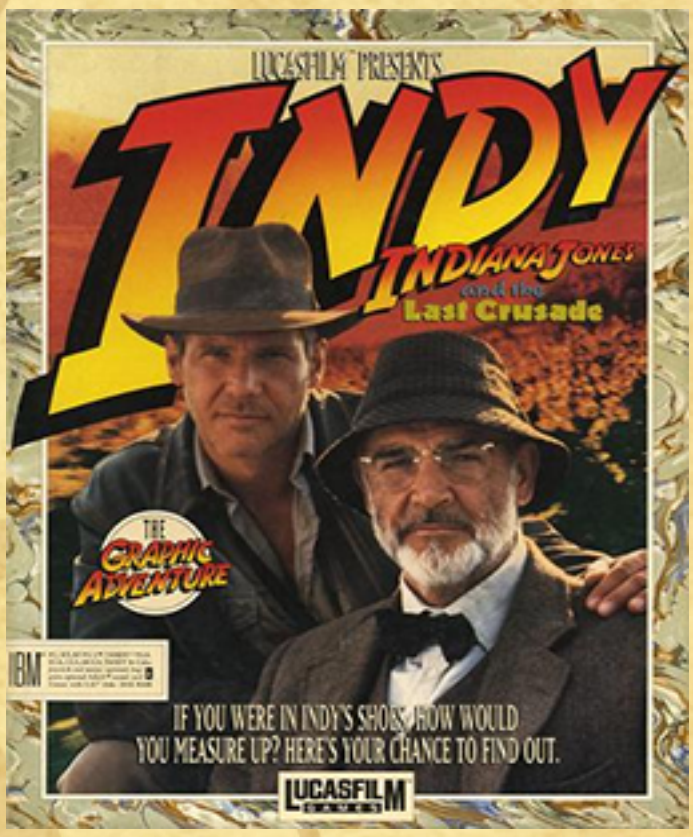
July 08, 2009 (Steam re-release).

Indiana Jones and the Last Crusade: The Graphic Adventure is a graphic adventure game, released in 1989.

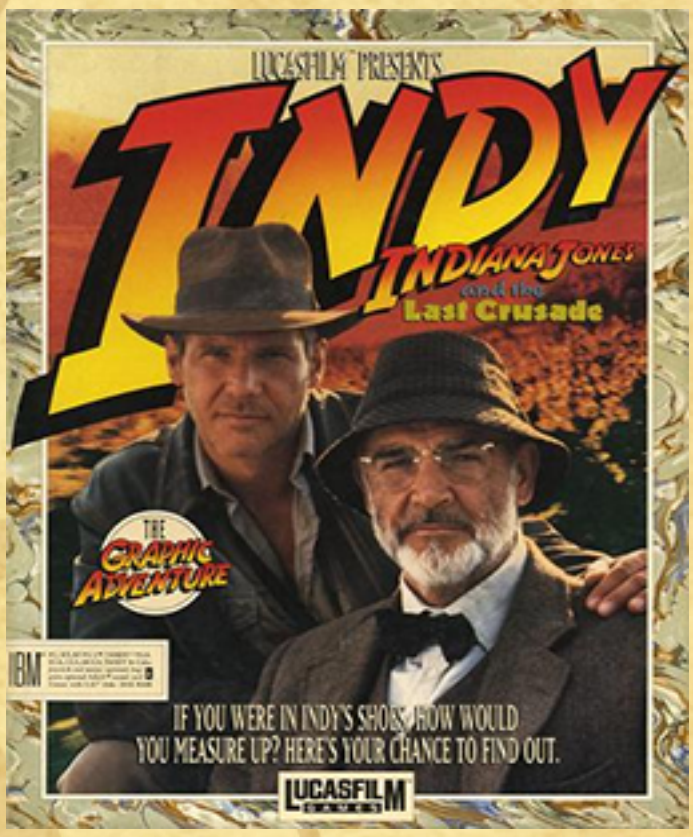


Last Crusade was one of the most innovative of the Lucasfilm Games adventures. It expanded on Lucasfilm Games' traditional adventure game structure by including a flexible point system—the IQ score, or "Indy Quotient"—and by allowing the game to be completed in several different ways.

A replica of Henry Jones' Grail diary was included with earlier versions of the game. While very different from the film's version, it provided a collection of background information on Indy's youth and Henry's life.



The diary was also necessary to solve puzzles near the end of the game, most notably to identify the real Grail. Later versions of the game came with a shortened version of the Grail diary.

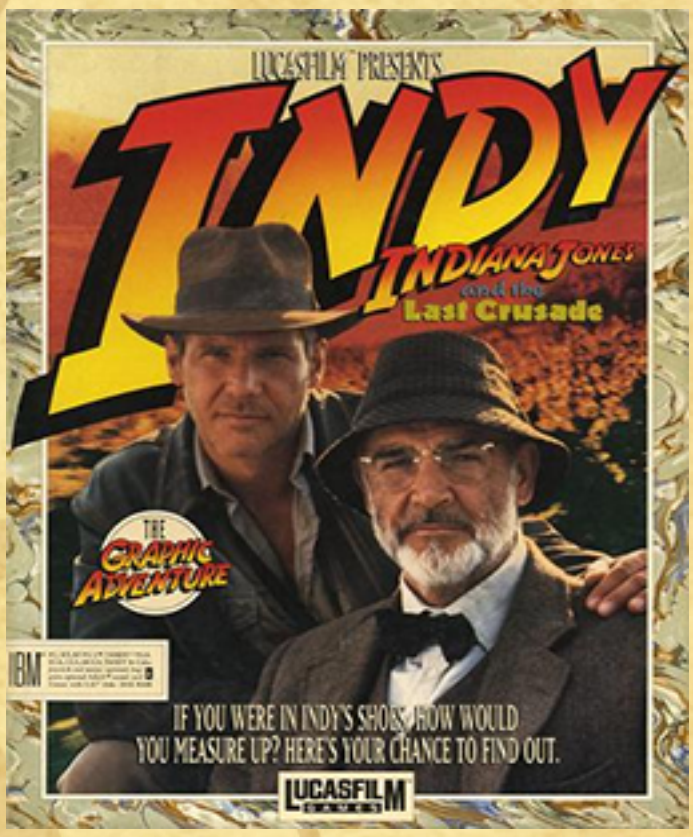


Last Crusade was also the first Lucasfilm game to include the verbs Look and Talk. In several situations, the latter would begin a primitive dialogue system in which the player could choose one of several lines to say.

The system was fully evolved in The Secret of Monkey Island and remained in all later LucasArts adventures, with the exception of Loom.

GAMER *Retro Game Review*

The Last Crusade became a sizable hit.



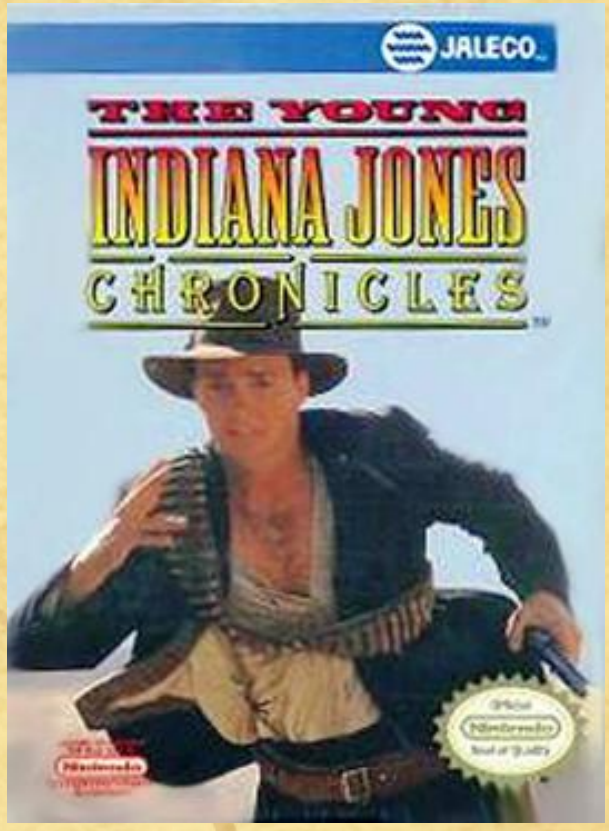
It was Lucas film's best-selling game at the time of its release, with sales of over 250,000 copies.

A second Indiana Jones graphic adventure, Indiana Jones and the Fate of Atlantis was released in 1992 for DOS, Amiga, and Macintosh.

Two supposed successors to Fate of Atlantis, namely Iron Phoenix and The Spear of Destiny, were canceled.

GAMER *Retro Game Review*

The Young Indiana Jones Chronicles (video game)



Nintendo Entertainment System

Release January 1993

It is based on the 1990s television series The Young Indiana Jones Chronicles.

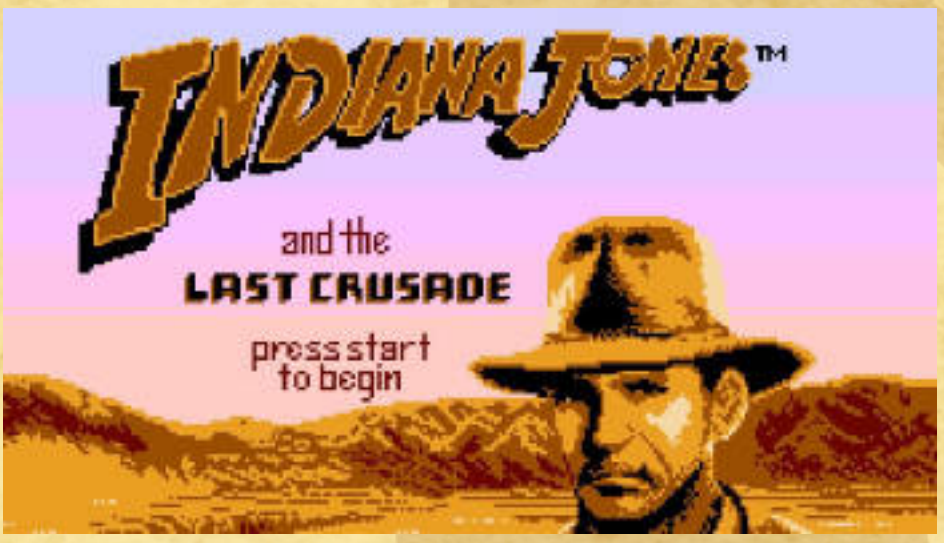
The Young Indiana Jones Chronicles features side-scrolling platform game play with the player controlling Indiana Jones.

The game features eight levels played across three locations: Mexico, France, and Germany.

GAMER *Retro Game Review*

Indiana Jones and the Last Crusade (Taito Version) - NES 1991 video game

The game begins in the year 1938, with Jones receiving a package from Venice, Italy, which turns out to be his father's Grail diary. At the same time, he receives a telegram from



Marcus Brody telling him the Cross of Coronado is on a ship off the coast of Portugal. The player can then choose between recovering the Cross of Coronado or going to Venice first.

GAMER *Retro Game Review*

Instruments of Chaos starring Young Indiana Jones - Sega Genesis 1994

Instruments of Chaos starring Young Indiana Jones is a 1994 action game and published by Sega for the Sega Genesis.
It is based on the television series, The Young Indiana Jones Chronicles.

Playing as Jones, the player travels to India, Egypt, Tibet, and London, with Germany as the final level.

The player is equipped with three weapons: a pistol, a whip, and grenades. Weapons can be used by the player to solve action-oriented puzzles throughout the game.

GAMER Retro Game Review

Indiana Jones Greatest Adventures - SNES

October 11, 1994

Indiana Jones' Greatest Adventures

Indiana Jones' Greatest Adventures is a 1994 platform video game released for the Super Nintendo Entertainment System. It is a video game adaptation of the Indiana Jones films Raiders of the Lost Ark (1981), Indiana Jones and the Temple of Doom (1984), and Indiana Jones and the Last Crusade (1989).

GAMER *Retro Game Review*

The game is primarily action based, and the player controls Indiana Jones through levels based on events of the films. Jones's main method of attack is his bull-whip, but he can also damage enemies by punching or rolling into them. Occasionally a gun can be found that has unlimited ammo, and grenades are available in limited numbers.

Indiana Jones' Greatest Adventures uses the same engine as the Super Star Wars series and is divided into 28 areas, many of them in side-scrolling view and others in driving stages.

GAMER *Retro Game Review*

Indiana Jones and the Fate of Atlantis: The Action Game - 1992

Indiana Jones and the Fate of Atlantis is a point-and-click adventure game developed and published by LucasArts and originally released on June 1, 1992 for Amiga, DOS and Macintosh. The plot is set in the Indiana Jones universe and revolves around the eponymous protagonist's global search for the legendary sunken city of Atlantis.

GAMER *Retro Game Review*

Fate of Atlantis was acclaimed by critics and received several awards for "Best Adventure Game of the Year.

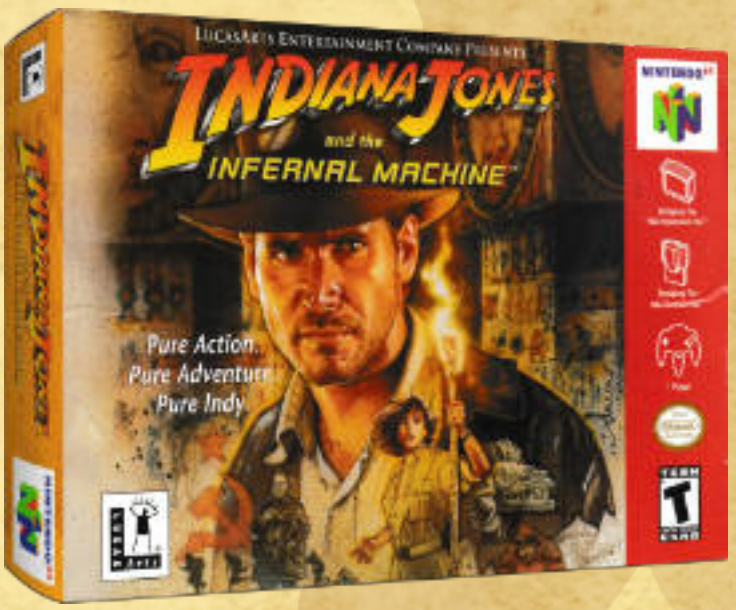
It became a million-unit seller and is widely regarded as one of the greatest video games of all time.

GAMER *Retro Game Review*

Indiana Jones and the Infernal Machine - PC, Nintendo 64, Game boy Color.

Microsoft Windows, Nintendo 64,Game Boy Color 2000.

Indiana Jones and the Infernal Machine is an action-adventure video game by LucasArts released in 1999.



The first 3D installment in the series, its game play focuses on solving puzzles, fighting enemies, and completing various platforming sections.

GAMER *Retro Game Review*

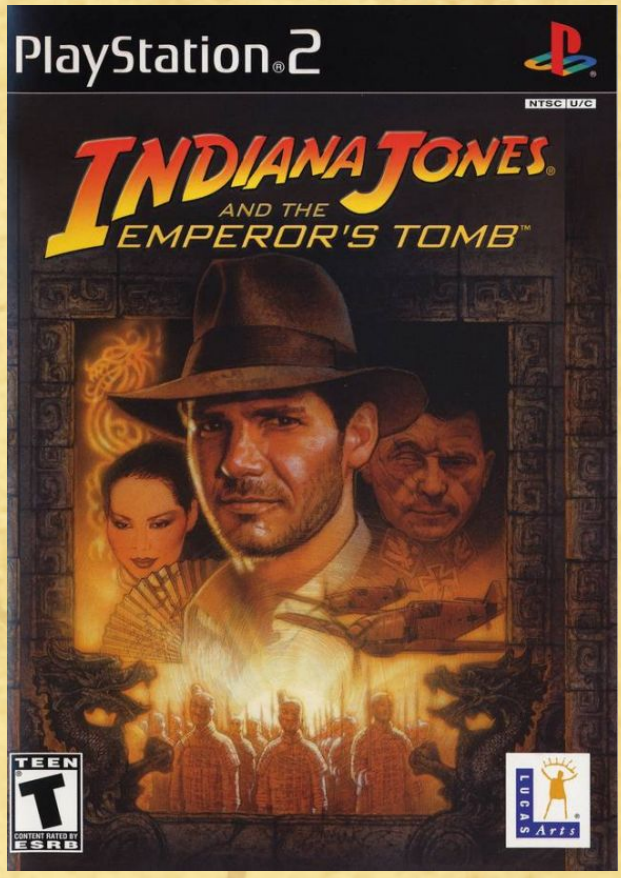
A third-person action-adventure, the camera of Infernal Machine is constantly placed behind the playable character.

Infernal Machine is an action-adventure and, as such, features a hybrid of various game play mechanics.

The player sees Indiana Jones from a third-person perspective and controls him through 17 levels.

GAMER *Retro Game Review*

Indiana Jones and the Emperor's Tomb - PC, PlayStation 2, Xbox, Macintosh, 2003.



Indiana Jones and the Emperor's Tomb is a 2003 action-adventure video game.

The story takes place in 1935, acting as a prequel to Indiana Jones and the Temple of Doom. The tomb mentioned in the title is that of China's first Emperor Qin Shi Huang.

The game received a mixed reception from critics. It was praised for successfully capturing the spirit of the films, though criticism was given to the game's camera controls and graphical issues.

GAMER *Retro Game Review*

Lego Indiana Jones:

The Original Adventures

Microsoft Windows, Nintendo DS, PlayStation 2, PlayStation 3, PlayStation Portable, Wii, Xbox 360, Mac OS X. 2008

Lego Indiana Jones: The Original Adventures is a Lego-themed action-adventure video game.

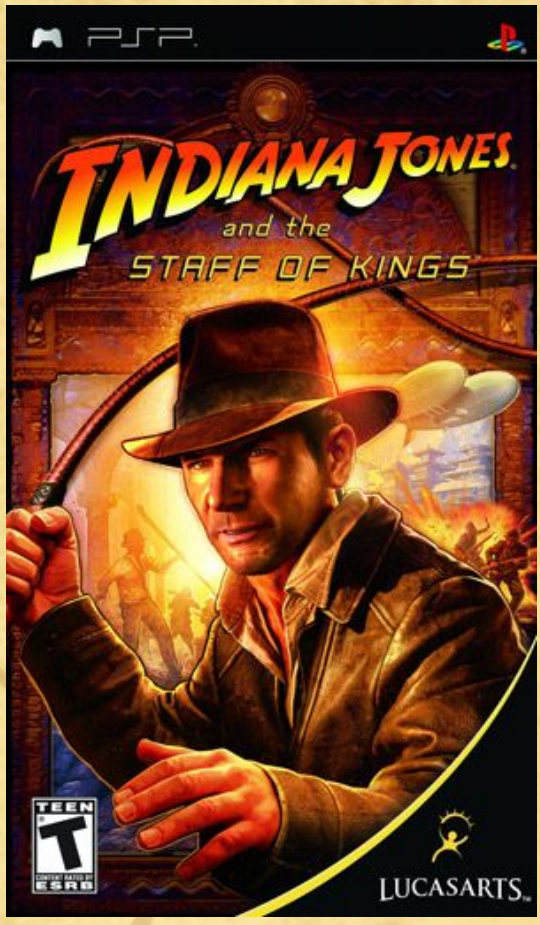
The game follows the story lines from the original first three Indiana Jones films: Raiders of the Lost Ark, Temple of Doom and Last Crusade.

Reviews for the game were generally positive.

A sequel titled Lego Indiana Jones 2: The Adventure Continues was released. It includes game levels for Indiana Jones and the Kingdom of the Crystal Skull (2008) as well as redesigned levels for the other three movies among other new features.

GAMER *Retro Game Review*

Indiana Jones and the Staff of Kings - Wii, Nintendo DS, PSP, PlayStation 2. 2009.



Indiana Jones and the Staff of Kings is an action-adventure video game.

The game was initially developed for the higher-end PlayStation 3 and Xbox 360 systems, before switching to the aforementioned lower-end platforms. The game received mixed reviews from critics.

The story begins with Indiana Jones hunting for an ancient ram's head idol in the Sudan.

GAMER *Retro Game Review*

LEGO Indiana Jones 2: The Adventure Continues - PC, PlayStation 3, Xbox 360, Wii. 2009.

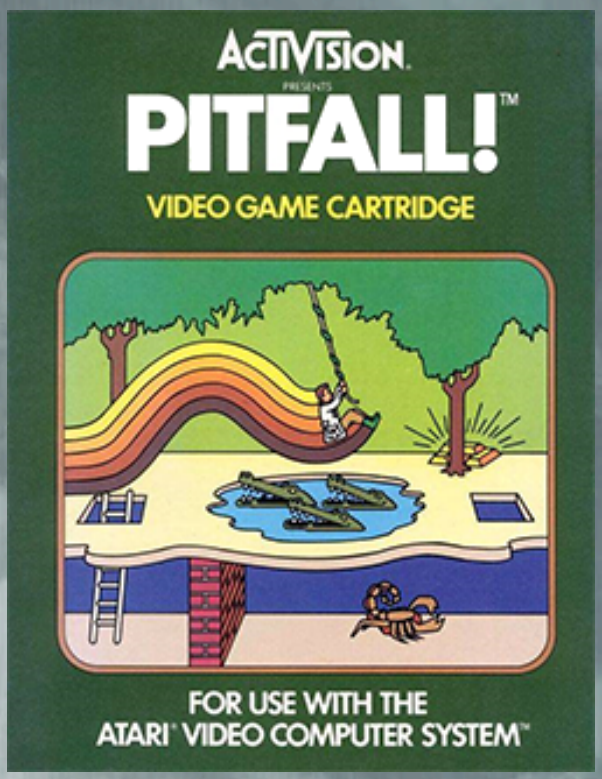
The game allows players to play through the first four Indiana Jones films including Indiana Jones and the Kingdom of the Crystal Skull, which was not included in the previous game.Lego Indiana Jones 2 game play differs in many different areas from the original. It has multiple open world hub worlds where levels are placed, changes character abilities, and implements an offline level creator and 'adventure creator', both of which can be used to create new experiences using previously seen content.

The handheld version on the Nintendo DS and PlayStation Portable, although released under the same name, is different from the version available elsewhere, with varied game play and less content overall.

The game, although a commercial success, received mixed reviews from critics who commended the level design and level creator features, while panning it for its "confusing" hub worlds and lack of online play at launch.

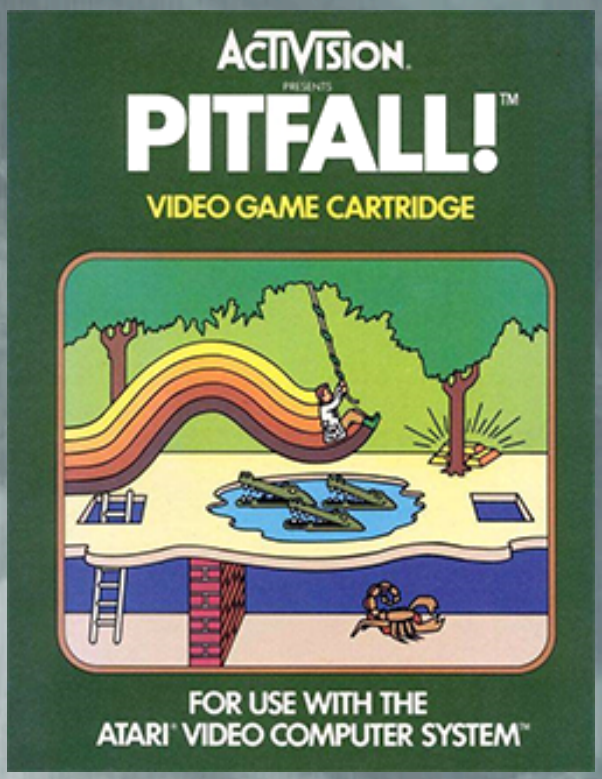
It is generally seen as inferior to the original game.

GAMER REAPERS RETRO



Pitfall! is a platform video game designed by David Crane for the Atari 2600 and released by Activision in 1982. The player controls Pitfall Harry and is tasked with collecting all the treasures in a jungle within 20 minutes. The world consists of 255 screens which are horizontally connected in a flip screen manner. Each screen has one or more hazards: quicksand, tar pits, rolling logs, crocodiles, snakes, scorpions, campfires, and swinging vines.

GAMER REAPERS RETRO



Pitfall! received positive reviews upon release and is now considered one of the greatest video games ever made. It is one of the best-selling games on the Atari 2600, with over four million copies sold. The game was followed by several sequels, beginning with Pitfall II: Lost Caverns, which was also developed by Crane; it was released for the Atari 2600 in 1984. Pitfall! for the Atari 2600 was the best-selling home video game from late 1982 to the first quarter of 1983.

GAMER REAPERS RETRO

Atari 2600

Four-switch VCS model (1980–1982)

Also known as Atari VCS

(prior to November 1982)

Manufacturer Atari, Inc.

Type Home video game console

Release date September 1977

Lifespan 1977–1992

Discontinued January 1,

1992 Units sold 30 million.

GAMER REAPERS RETRO

The Atari 2600 is a home video game console developed and produced by Atari, Inc. Released in September 1977, it popularized microprocessor-based hardware and games stored on ROM cartridges, a format.

Branded as the Atari Video Computer System (Atari VCS) from its release until November 1982, the VCS was bundled with two joystick controllers, a conjoined pair of paddle controllers, and a game cartridge—initially Combat and later Pacman.

GAMER REAPERS RETRO

The Atari VCS launched in 1977 with nine simple, low-resolution games in 2 KB cartridges. The system's first killer game was the home conversion of Taito's arcade game Space Invaders in 1980. The VCS became widely successful, leading to the founding of Activision and other third-party game developers and to competition from console manufacturers Mattel and Coleco.

SPACE INVADERS
VIDEO COMPUTER SYSTEM
GAME PROGRAM
112 VIDEO GAMES
MOVING SHIELDS • ZIGZAGGING LASER BOMBS • FAST LASER BOMBS • INVISIBLE INVADERS
CX 2632

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) What year was the Atari 2600 VCS Console Released?

2) What year was Raiders of the Lost Ark movie Released?

3) The Original Blade Runner was Released in 1982 Harrison Ford was cast in the lead role of as which character ?

4) In Raiders of the Lost Ark (1981) and Indiana Jones and the Kingdom of the Crystal Skull (2008) Which actress played Marion Ravenwood?

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4) In Raiders of the Lost Ark (1981) and Indiana Jones and the Kingdom of the Crystal Skull (2008) Which actress played Marion Ravenwood? Karen Allen

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Movie Anagrams

Indiana Jones	**fad horrors in**
Marion Ravenwood	**arena knell**
Sallah	**hrs joy vanished**
Marcus Brody	**hellion mottled**
René Belloq	**aflame prune**

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Movie Anagrams

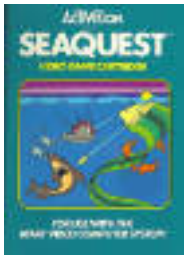
Indiana Jones	**Harrison Ford**
Marion Ravenwood	**Karen Allen**
Sallah	**John Rhys-Davies**
Marcus Brody	**Denholm Elliott**
René Belloq	**Paul Freeman**

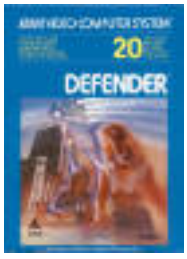
GAMER

Word Search

VIDEO GAME WORD SEARCH

ATARI 2600





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ASTEROIDS BATTLEZONE BERZERK BREAKOUT CENTIPEDE COMBAT DEFENDER DIGDUG FROGGER GAUNTLET HERO JOUST PACMAN PITFALL POLEPOSITION QBERT RIVERRAID SEAQUEST STARRAIDERS WIZARDOFWOR

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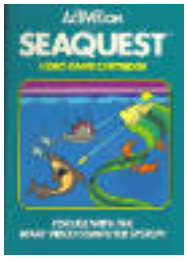
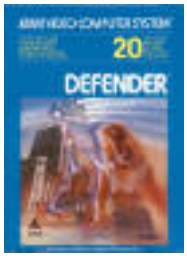
Word Search

VIDEO GAME WORD SEARCH -

ANSWERS SHEET

ATARI 2600





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